



UNDERGRADUATE COURSE HANDBOOK

PARTS A & B

For students entering the second year of their course in 2026/27

Computer Science
Computer Science & Philosophy
Mathematics & Computer Science

2026

Version 1

Welcome

This is a supplement to the [Computer Science Handbook](#). It is designed to give you all the course-specific information you will need in your second and third years, complete with all important deadlines.

Please don't hesitate to get in touch with one of the academic admin staff at academic.administrator@cs.ox.ac.uk if you have any questions.

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Disclaimer

This handbook supplement applies to students entering the second year of their degree in Computer Science, Mathematics & Computer Science or Computer Science & Philosophy in Michaelmas Term 2026. The information in this handbook may be different for students starting their second year in other years.

The Examination Regulations relating to this course will be available online at

[Honour School of Computer Science](#)

[Honour School of Mathematics and Computer Science](#)

[Honour School of Computer Science and Philosophy](#)

If there is a conflict between information in this handbook and the Examination Regulations then you must follow the Examination Regulations. If you have any concerns please contact the academic admin team at academic.administrator@cs.ox.ac.uk.

The information in this handbook is accurate as at October 2026. It may be necessary for changes to be made in certain circumstances, as explained at www.ox.ac.uk/coursechanges webpage. If such changes are made the department will publish a new version of this handbook, together with a list of the changes, and you will be informed.

Version	Action	Date
Version 1	Published start of MT26	

1 Courses

Please find information on Course Aims and Intended Learning Outcomes for each degree in the [Undergraduate Course Handbook for the Preliminary Examinations](#).

For all undergraduate courses, you will have been entered initially for the 4-year degree, and will need to decide in your third year whether you wish to carry on into the fourth year or leave at the end of the third year with a BA. Discuss this with your College Tutor, and inform your College's Academic Office.

To proceed into the fourth year (Part C), you will need to have an average of 2:1 or higher in Parts A and B together. If your average for Parts A and B together is 2:2 or below, you will **not be permitted** to proceed to Part C.

Please note that each course in Computer Science will require about 10 hours of study a week.

You may, with the approval from your tutor, wish to take an "approved" course not offered by the Department of Computer Science. Some undergraduate students are interested in taking courses offered by other departments, primarily the Department of Statistics or the Mathematical Institute, that are not on the usual schedule of courses for students in Computer Science.

You may take **one** such course each academic year. You must agree with your tutor any courses that you wish to take, and both you and your tutor should write to academic.administrator@cs.ox.ac.uk. The Undergraduate Supervisory Committee will then consider the request and, if the Committee approves the request, you will be told to contact the other department and given instructions on completing exam entry for the course(s).

If you are considering taking a course in another department, please contact the Academic Admin team as soon as possible and **by no later than 0th week of the term in which the course is taught**.

For the avoidance of doubt, SB1 Applied and Computational Statistics is considered to be one course, even though it is taught across two terms. However, there may be other "double unit" courses where this is not the case so we encourage you to think about your course choices with plenty of time, and to contact the Academic Administration team if you have any questions or concerns.

1.1 Computer Science

The Department of Computer Science offers the following degrees in Computer Science at undergraduate level:

- BA Computer Science, 3-year
- MCompSci Computer Science, 4-year

1.1.1 Second and third years

Synopses for all courses can be found at www.cs.ox.ac.uk/teaching/courses/.

Second-year Computer Science candidates will take four core courses and four option courses from Schedules A1 and A2. You will also complete the [Group Design Practical](#).

The four core courses are:

- [Compilers](#)
- [Concurrent Programming](#)
- [Algorithms and Data Structures](#)
- [Models of Computation](#)

The list of courses in Schedules A1 and A2 can be found at www.cs.ox.ac.uk/teaching/bacompsci/PartA/.

These eight courses will be examined at the end of your second year.

Third-year Computer Science candidates will:

- take a total of six option courses from Schedules B1 and B2 (with no more than two from Schedule B2) and a project report (the third-year project counts as two courses);
- or take a total of eight option courses from Schedules B1 and B2 (with no more than two from Schedule B2).

To find out more about the project, please read the information [here](#).

You will not be able to offer an option subject in Part B that you have already offered in Part A of the examination. The list of courses in Schedules B1 and B2 can be found at <https://www.cs.ox.ac.uk/teaching/bacompsci/PartB/>.

These courses will be examined at the end of your third year.

1.2 Mathematics & Computer Science

The Department of Computer Science offers the following joint degrees with the Department of Mathematics:

- BA Mathematics and Computer Science, 3-year
- MMathCompSci Mathematics and Computer Science, 4-year

1.2.1 Second and Third years

Second year Mathematics and Computer Science students take the following Maths papers:

- [A0 Linear Algebra](#)
- [A2 Metric Spaces](#) and [Complex Analysis](#)

In addition, you must offer either two papers from A3-A5, A7-A11, A13 or one paper from A3-A5, A7-A11, A13 and paper ASO. Details of these courses can be found here: <https://courses.maths.ox.ac.uk/course/index.php?categoryid=953>

You must also take the two core Computer Science courses:

- [Algorithms and Data Structures](#)
- [Models of Computation](#)

You will also take the [Group Design Practical](#)

In addition, you must offer two option courses from Schedules A1(M&CS) and A2(M&CS). A list of courses on this schedules can be found here: <https://www.cs.ox.ac.uk/teaching/mcs/PartA/>

These courses will be examined at the end of the second year.

It is particularly important to choose courses in your second year that will lead on to the options that you wish to take in the third year, especially if you want to spend more than half of your time on Maths courses in the third year. You should consult your college tutor for advice about this.

Third year Mathematics and Computer Science students offer eight option courses from Schedules B1(M&CS) and B2(M&CS) subject to the conditions that:

- You must offer at least two courses from Schedule B1(M&CS).
- You must offer at least two courses from Schedule B2(M&CS).

You will not be able to offer an option subject in Part B that you have already offered in Part A of the examination. You can find a list of the courses on Schedules B1(M&CS) and B2(M&CS) on the Computer Science website: <https://www.cs.ox.ac.uk/teaching/mcs/PartB/>

Synopses for Computer Science courses can be found at <https://www.cs.ox.ac.uk/teaching/courses/>.

Synopses for Mathematics courses can be found at <https://courses.maths.ox.ac.uk/course/index.php?categoryid=886>

These courses will be examined at the end of your third year.

1.3 Computer Science and Philosophy

The Department of Computer Science offers the following joint degrees with the Faculty of Philosophy:

- BA Computer Science and Philosophy, 3-year
- MCompSciPhil Computer Science and Philosophy, 4-year

1.3.1 Second and Third Years

For Parts A and B together you must take two Computer Science Part A core courses, plus an equivalent of 14 option "course-equivalents", with at least four from Computer Science, and at least six from Philosophy. The remaining four may be chosen from either discipline without restriction. Each Philosophy option is worth two "course-equivalents" and each Computer Science option is worth one. The possible combinations are:

- four Computer Science options and five Philosophy options;
- six Computer Science options and four Philosophy options;
- eight Computer Science options and three Philosophy options.

Computer Science

Second year Computer Science and Philosophy students take the core Computer Science courses:

- [Algorithms and Data Structures](#)
- [Models of Computation](#)

You will also take the [Group Design Practical](#).

In addition, you must offer at least two and no more than four option courses from Schedules A1(CS&P) and A2(CS&P). These courses will also be examined at the end of your second year. You can find a list of the courses on Schedules A1(CS&P) and A2(CS&P) on the Computer Science website:

<https://www.cs.ox.ac.uk/teaching/csp/PartA/>

These core and option courses will be examined at the end of your second year, in your Part A examination.

Third year Computer Science and Philosophy students take between two and six Computer Science option courses from Schedules B1(CS&P) and B2(CS&P), which you can find on the Computer Science website:

<https://www.cs.ox.ac.uk/teaching/csp/PartB/>

You cannot offer more than two courses from Schedule B2(CS&P). You will not be able to offer an option subject in Part B that you have already offered in Part A of the examination.

These courses will be examined at the end of your third year.

Philosophy

You will take three, four or five Philosophy courses, from [this list of courses](#). You must offer at least two Philosophy courses from 101, 102, 103, 104, 108, 122, 124, 125, and 127.

You will also be able to offer a Philosophy thesis as specified in the [Regulations for Philosophy in all Honour Schools including Philosophy \(subject 199\)](#). You can only offer a thesis if you are doing three other Philosophy courses.

You can find details of Philosophy courses on the [Philosophy Faculty Website](#).

These courses will be examined at the end of your third year.

2 Group Design Practical

The second year course also includes a group design practical as part of the practical requirements for the year. This will allow you to practise the skills you learnt in the core programming courses, and to begin to develop a range of further skills including team-working, project and time management, and presentation skills.

The group design practical is intended to take you 20-30 hours, mainly during Hilary Term. There will be a briefing meeting early in Hilary Term, setting out the aims and format of the exercise and listing several possible problems to tackle. You will then be allocated to a team of around 5 people to work on one particular problem together. Each team will be allocated a member of staff to act as a supervisor, and will have three meetings with their supervisor during the project.

The first meeting with the supervisor will take place at the beginning of Hilary term, where the group will present a specification and project plan.

The second meeting with the supervisor will take place in Hilary term: the group will present their initial module implementations and test results.

The third meeting will take place in Trinity Term: the group will demonstrate their product and deliver a brief final report. Each student will also deliver to the supervisor a one-page summary of their individual contribution.

Finally, the groups will present their work to students, members of the department, and guests, and prizes will be presented.

The final group report and summary of individual contribution will be assessed as S+, S, Pass or Fail. The group design practical counts as one-third of the total practical mark for the second year and candidates are required to achieve at least a Pass. Your supervisor will submit your group report and the summary of your individual contribution to the Examiners to be considered along with your other practical reports.

3 Examinations for Parts A and B

Exam Entry

You will be asked to complete exam entry for your chosen options in Hilary Term via [Student Self Service](#). Please only enter for examinations that you wish to take, and for which you will submit assessment. If you are unsure whether or not you wish to take a course, please discuss it with your tutor and the Academic Admin team. Please note that any changes to your examination entry after the exam entry deadline will incur a fee as noted here:

<https://www.ox.ac.uk/students/academic/exams/examination-entry>

Part A students will need to enter for exams by week 4 of Hilary Term.

Part B students will need to enter for exams by week 2 of Hilary Term.

Written Examinations

For Computer Science, courses are examined by a written examination which is sat in Trinity Term. The examination will last for 2 hours. All papers will have three questions, and you may attempt two of them. Questions are marked out of 25. The marks for each part of each question will be indicated on the examination paper.

Past Papers

Past papers can be found here:

<https://courses.cs.ox.ac.uk/course/view.php?id=667>

3.1 Computer Science

The examinations for Part A will be sat at the end of your second year.

You will be examined on four core courses and four option courses from [Schedules A1 and A2](#).

Core courses Compilers, Concurrent Programming, Algorithms and Data Structures and Models of Computation will each be examined by a 2-hour written examination.

Option courses are assessed by written paper.

The examinations for Part B will be sat at the end of your third year.

You will be examined on either a total of six option courses from [Schedules B1 and B2](#) (with no more than two from Schedule B2) and a [project report](#) (the third-year project counts as two courses); or a total of eight option courses from Schedules B1 and B2 (with no more than two from Schedule B2).

Option courses are assessed by written paper.

3.2 Mathematics & Computer Science

The examinations for Part A will be sat at the end of your second year.

You will be examined on two core Computer Science courses, two core Mathematics course, two option Computer Science courses from [Schedules A1\(M&CS\) and A2\(M&CS\)](#), and Mathematics options courses - either two papers from A3-A5, A7-A11 or one paper from A3-A5, A7-A11 and paper ASO.

Core courses Algorithms and Data Structures and Models of Computation will each be examined by a 2-hour written examination.

Computer Science option courses are assessed by written paper.

Second year Mathematics and Computer Science students take the following Maths papers:

A0 Linear Algebra

A2 Metric Spaces and Complex Analysis

Information about the papers for Maths will be provided by the Maths Institute.

The examinations for Part B will be sat at the end of your third year.

You will be examined on eight option courses from [Schedules B1\(M&CS\) and B2\(M&CS\)](#), offering at least two courses from Schedule B1(M&CS) and at least two courses from Schedule B2(M&CS).

Computer Science courses are assessed by written paper.

Information about the papers for Maths will be provided by the Maths Institute.

3.3 Computer Science and Philosophy

The examinations for Part A for Computer Science will be sat at the end of your second year.

You will be examined on two core Computer Science courses and at least two and no more than four option courses from Schedules A1(CS&P) and A2(CS&P).

Core courses Algorithms and Data Structures and Models of Computation will each be examined by a 2-hour written examination.

Computer Science option courses are assessed by written paper.

The examinations for Part B in both Computer Science will be sat at the end of your third year, in additional all Philosophy papers.

You will be examined on between two and six Computer Science option courses from Schedules B1(CS&P) and B2(CS&P). You will take three, four or five Philosophy courses, from [this list of courses](#). You will also be able to offer a Philosophy thesis if you are doing three other Philosophy courses. You cannot offer more than two courses from Schedule B2(CS&P) and that you must offer at least two Philosophy courses from 101, 102, 103, 104, 108, 122, 124, 125, and 127.

Computer Science courses are assessed by written paper.

Full details of the requirements for the examinations for Philosophy can be found in the Examination Regulations [here](#).

4 Important Dates

4.1 Dates of term

Michaelmas Term: Sunday 11th October 2026 – Saturday 5th December 2026
Hilary Term: Sunday 17th January 2027 – Saturday 13th March 2027
Trinity Term: Sunday 25th April 2027 – Saturday 19th June 2027

Dates of Full Term for future years are available [on the University's website](#).

4.2 Hand-In Dates – Practicals and Project Reports

Practicals reports

By the end of Week 8 of the term in which the course is taught, to Moodle.

2nd Year Group Design Practical

Final Report – By Friday of week 2, Trinity Term

Presentation – Wednesday of Week 3, Trinity Term

3rd Year Computer Science Project Report

By noon on Monday of week 4, Trinity Term (to Inspira).

Submitting work to Inspira

We **strongly** recommend that you check the work that you have submitted to Inspira **as soon as it has been submitted**. If you realise that you have uploaded the incorrect file, the correct version can be sent by email to academic.administrator@cs.ox.ac.uk **within 30 minutes** of the submission deadline.

We **must** receive this within 30 minutes of the deadline, so please bear this in mind when emailing large files. After this time, and even if it is received 31 minutes after the deadline, it is not possible to replace an incorrect file, and our options to help you are extremely limited.

5 Recommended Patterns of Teaching

Please compare the [list of courses on the departmental Website](#). If in doubt, please refer to the website.

5.1 Computer Science

Paper	Term	Faculty		College	Practicals	Comments
		Lectures	Classes	Tutorials		
Core courses						
Models of Computation	MT	16		5		
Concurrent Programming	MT	16		4	Y	
Compilers	HT	16		4	Y	
Algorithms and Data Structures	HT	16		6		
Group Design Practical	HT/TT	7	6-7 one-hour seminars on software engineering/testing/working in teams and version control			
Students are required to take 10-12 option courses over the course of the second and third years. The recommendation is that they take four of these in the second year.						
Part A only						
A8 Probability	MT	16				
Parts A and B						
Computational Game Theory	MT	16				
Computer Aided-Formal Verification	MT	16	6			
Databases	MT	16	4		Y	
Geometric Modelling	MT	16	4		Y	
Machine Learning	MT	20	4		Y	
Principles of Programming Languages	MT	16	4		Y	
Quantum Information	MT	16	4			
Scientific Computing	MT	16	4			
Artificial Intelligence	HT	16	4		Y	
Computational Complexity	HT	16	6			
Computer Architecture	HT	16	4		Y	
Computer Networks	HT	16	4		Y	
Computer Security	HT	16			Y	
Concurrency	HT	16	4		Y	
Lambda Calculus and Types	HT	16	6			
Logic and Proof	HT	16	4			
Physics Informed	HT	16	4			

Neural Networks						
Part B only						
B1.2 Set Theory	MT	16				Offered by the Maths Institute
B6.3 Integer Programming	MT	16				Offered by the Maths Institute
B8.4 Information Theory	MT	16				Offered by the Maths Institute
Combinatorial Optimisation	MT	20	6			
Computational Learning Theory	MT	24				
Notes: - Second year core courses are accompanied by tutorials organised by colleges. - Classes will be organised centrally for the computer science option courses, although colleges may alternatively organise tutorials. - The Group Design Practical, which is part of the practical requirements for the year, is intended to take 20-30 hours, mainly during Hilary Term (with some work in Trinity Term). - Students can either undertake a Computer Science Project in the 3rd year which is expected to take about a quarter of the year, or take 2 additional options courses from Schedule B1.						

5.2 Mathematics and Computer Science

Paper	Term	Faculty		College	Practicals	Comments
		Lectures	Classes	Tutorials		
Core Computer Science courses						
Models of Computation	MT	16		5		
Algorithms and Data Structures	HT	16		6		
Group Design Practical	HT/TT	7	6-7 one-hour seminars on software engineering/testing/working in teams and version control			
Core Mathematics courses						
A0 Linear Algebra	MT	16		4		
A2 Metric Spaces and Complex Analysis	MT	32		8		
Mathematics options A						
Either two papers from papers A3-A5, A7-A11, A13 or one paper from A3-A5, A7-A11, A13 and paper ASO						
Computer Science options						
Part A only						
Concurrent Programming	MT	16		4	Y	
Compilers	HT	16		4	Y	
Parts A and B						
Computational Game Theory	MT	16				
Computer Aided-Formal Verification	MT	16	4			
Databases	MT	16	4		Y	
Geometric Modelling	MT	16	4		Y	
Machine Learning	MT	20	4		Y	
Principles of Programming Languages	MT	16	4		Y	
Quantum Information	MT	16	4			
Scientific Computing	MT	16	4			
Artificial Intelligence	HT	16	4		Y	
Computational Complexity	HT	16	6			
Computer Architecture	HT	16	4		Y	
Computer Networks	HT	16	4		Y	
Computer Security	HT	16	4		Y	
Concurrency	HT	16	4		Y	
Lambda Calculus and Types	HT	16	6			
Logic and Proof	HT	16	4			

Physics Informed Neural Networks	HT	16	4			
Part B only						
Combinatorial Optimisation	MT	20	6			
Computational Learning Theory	MT	24	3			
Mathematics Options B						
B1.1 – B8.5	MT/HT	16	6			
Notes: - Second year core courses are accompanied by tutorials organised by colleges. - Classes will be organised centrally for the computer science option courses, although colleges may alternatively organise tutorials. - The Group Design Practical, which is part of the practical requirements for the year, is intended to take 20-30 hours, mainly during Hilary Term (with some work in Trinity Term).						

5.3 Computer Science and Philosophy

Paper	Term	Faculty		College	Practicals	Comments
		Lectures	Classes	Tutorials		
Core courses						
Models of Computation	MT	16		5		
Algorithms and Data Structures	HT	16		6		
Group Design Practical	HT/TT	7	6-7 one-hour seminars on software engineering/testing/working in teams and version control			
Students are required to take 10 option courses over the course of the second and third years. The recommendation is that they take four of these in the second year.						
Computer Science options						
Part A only						
Mathematics for Computer Science and Philosophy	MT/HT	20/10		5 LA, 2 CM		
A8 Probability	MT	16		4		
Concurrent Programming	MT	16		4	Y	
Compilers	HT	16		4	Y	
Parts A and B						
Computational Game Theory	MT	16				
Computer Aided-Formal Verification	MT	16	4			
Databases	MT	16	4		Y	
Geometric Modelling	MT	16	4		Y	
Principles of Programming Languages	MT	16	4		Y	
Quantum Information	MT	16	4			
Artificial Intelligence	HT	16	4		Y	
Computational Complexity	HT	16	6			
Computer Architecture	HT	16	4		Y	
Computer Networks	HT	16	4		Y	
Computer Security	HT	16				
Concurrency	HT	16	4		Y	
Lambda Calculus and Types	HT	16	6			
Logic and Proof	HT	16	4			
Part B only						
B6.3 Integer Programming	MT	16				

B8.4 Information Theory	MT	16				
Combinatorial Optimisation	MT	20	6			
Computational Learning Theory	MT	24				
Machine Learning	MT	20	4		Y	
B1.2 Set Theory	HT	16				
Physics Informed Neural Networks	HT	16	4			
Scientific Computing	MT	16	4			
Philosophy Options from subjects 101-116, 120, 122, 124, 125, 127-129, 137-139, 198, 199						
Notes: - Second year core courses are accompanied by tutorials organised by colleges. - Classes will be organised centrally for the computer science option courses, although colleges may alternatively organise tutorials. -The Group Design Practical, which is part of the practical requirements for the year, is intended to take 20-30 hours, mainly during Hilary Term (with some work in Trinity Term).						